

ISTRUZIONI PEDALE

automobili  
**Lamborghini**



Entertainment



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## MENU

After the copyright page, press **START** to display the main menu.

- You can select the number of players in accordance with the number of supported controllers (from 1 to 2).
- In multiplayer mode, the first player to press **START** will manage the menu.
- You can choose to go on to the options or records screen.

### THE OPTIONS

On each menu, press **Down** to validate your selected controls.

### LANE

On the menu, using the **A** button, you can adjust:

- the degree of difficulty/easy or expert
- speed in kilometers/hour or in miles/hour
- Bank markers (air pressure) in real or accelerated speed. The advantage of this option is to limit the speed of the car not in first place, thereby increasing the competition.

This option is available only in multiplayer mode. Only the cars driven by the players are affected. The computer cars do not change.

### SOUND

You can adjust the volume level by pressing the **dir arrows** on your screen with the **A** button.

- mute
- via digital external

### CONTROLLERS

- In multiplayer mode, each player can save their own parameters for NiG controller.

**Assigned:** Only the player who has pressed **START** controls the menu. So, with this controller, each player must adjust his own controller (player 1, select 1 player 2, select 2, etc.). You can choose:

- controller type: NiG controller
- the control and sensitivity
  - full stick: your paddle will react immediately to your moves.
  - semi stick: your paddle will be slower to react to your moves.

### CREDITS

See the team who realized Lamborghini NiG.

In this menu, players can:

- save names depending on kind of race or lap
- resume scores

### RUMBLE PAK INFORMATION

Lamborghini Accorelli is compatible with the Rumble Pak accessory. Before using the accessory, please read the Rumble Pak accessory instructions booklet carefully. Follow the **INSTALLATION** instructions to determine when you should insert or remove the Rumble Pak.





### DIFFERENT RACES

On the "RACE" screen, you can choose between 4 different modes (only in 1 or 2 players mode). To select, use the A or START button:



### ARCADE

Based on the popular arcade gameplay format. The player or players will have a short amount of time to pass from one checkpoint to the next. By passing a checkpoint a preset amount of time will be added to the current time remaining. The number of laps will be limited, and the first player to cross the finish line, or the player in highest position when time runs out will

win. In the case of single player mode, the object is to finish in the highest position possible, or in first place with as much time remaining as possible.

You can choose to participate in :

- 3 simple races: Basic Series
- 3 difficult races: Pro Series

### CHAMPIONSHIP

Tournament mode involving races over several circuits. Players score points based on their position at the end of each race. After racing on all the circuits selected, the scores are totaled to determine the winner. For single players, the goal is to score the most points possible.

Press "reset" to participate in "standard" championship (indicated on top right screen)

- If you win the "standard Championship" in "Expert" difficulty, you will be allowed to race all the tracks in reverse direction (in any mode)

You can also create a "custom" championship (indicated on top right screen), by choosing:

- race number
  - select "add" to add a race to the selected one. If "add" is grey, you have reached the maximum number of races.
  - select "remove" to remove a race you don't want to participate in.
- the circuit
- lap number
- whether or not to use pitstops.
- circuit direction (normal or reverse if you manage to win the "standard Championship" in "Expert" difficulty).



### SINGLE RACE

The players race for position only, there are no checkpoints or time limits. The player who crosses the finish line first wins. For single players the goal is to beat the computer cars, arriving first or in the highest position possible.

In this kind of race, you can select

- the circuit and its total number of laps
- pit stops (to replace tires or to fill up).
- whether or not to use pitstops.
- the direction (if you win the "standard Championship" in "Expert" difficulty).





## TIME TRIALS

Basically a practice option, where the player races alone on a circuit against the clock. Tables of record times are kept and displayed against actual race records.

Pitstops are available in "Championship" and "Single Race" modes. A message will be displayed on screen when your car needs a pitstop. The "Low fuel" message will be displayed when the fuel level is below 30%.

During a race, if you want to make a pitstop, drive your car to the entry:

### Add fuel:

- Guide the control stick to fill your tank. By going up and down, keep the marker in yellow area to perform the operation as quickly as possible (if you pass to the red area, the filling will stop and you will loose time).
- Control the level using the fuel gauge.
- When you reach the desired quantity, press B to stop the fuel pump (Stop is automatic when tank is full). Then the tire change is engaged.

### Change tires:

- You control the speed of the tire change. Make quick clockwise rotations with the Control Stick (as indicated with the arrows).

In the "Single Race" and "Time Trials" modes, when you have chosen the kind of race, you have access to the "circuit" menu.

Then, you can choose:

- between 6 different circuits: use the arrowed buttons to choose a circuit. To select it, move to "select" and press A button.
- the race direction (only available after winning the "standard Championship" in "Expert" difficulty).

With "Single Race" mode, you can also choose:

- whether or not to use pitstops
- number of laps





When a circuit is selected, each player has to choose his Car. At the beginning of the game, only a race can be chosen. But you can win additional races.

- + A by winning the simple Arcade mode.
- + A by winning the difficult Arcade mode.

Use the arrow buttons to choose your car.

- The Game Start can be activated up automatically. Use the A button to select.

Press "select" to start the game.

## RACE

N64 Controller



Back of Controller

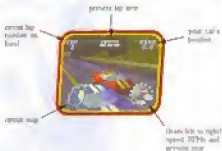


### CONTROLS

- control stick: controls your steering wheel
- A or Z button: starts
- B button: brake
- control pad (on the left): controls the camera position around the car
- yellow button on the right: backdrive
- B button: in manual gear box, changes to the higher gear
- To change to a lower gear, use the C button.
- For less sensitive player control, try "over-steering" mode in "controls" menu.

### DRASHBOARD

#### 1 PLAYER MODE



power up rate

control stick handles on level

your car's position

control map

from left to right: speed, RPMs and pressure gear

### 3 PLAYER MODE

Personal split screen

lap and chassis

lap number

your car's position

chassis map

speed



Visual split screen

- on the bottom center chassis map for each player
- on the bottom speed, RPMs and previous gear
- on the top lap and chassis and your car's position compared to the other competitors!



### 3 PLAYER MODE

Screen is split in 4 parts. The chassis map is in the bottom right corner

### 4 PLAYER MODE

Screen is split in 4 parts. The chassis map is in the center of the screen



### PAUSE MENU

Push START or A button to select your choice

- continue to restart
- helper to look around the car by using the control stick
- quit to quit the game
- In "Championship" mode, additional choices are available
  - to restart a race on hand
  - to edit the race
- In a player mode
  - to change the screen's display (vertical or horizontal split)



In multiplayer mode, the player sitting at the joysticks will control the screen

### NAME MENU

You can create your name. Choose each letter with the control stick and select it by pressing A button.

If you want to make a correction press the "Delete" button, it will remove the last letter of the name.



## CONTROL STICK PLACEMENT

The Nintendo 64 Controller features a Control Stick which acts as an analog system to read the origin and direction of its movement. This allows better control than is possible using the conventional 4-Button Pad.

When turning the Control Stick power OFF, be sure move the Control Stick from its neutral position on the controller.



If the Control Stick is held in an angled position (as shown in the picture on the left) when the power is turned ON, the position will be set as neutral. This will cause games using the Control Stick to start in a neutral state.



To return the neutral position once the game has started or go of the Control Stick, be it can return to its neutral position (as shown in the picture on the left) then power OFF when holding the L and R buttons.

The Control Stick is a precision instrument. Make sure not to apply liquids or place any foreign objects over it.

## WARRANTY AND SERVICE INFORMATION

### LIMITED WARRANTY

This warranty does not apply to those using this product that are not using the original accessories purchased with this product or those that do not follow the instructions for a limited warranty. This warranty is void if the product has been damaged by accident, misuse, or any other cause, or if the product has been altered, modified, repaired, or otherwise tampered with in any way. This warranty is a limited warranty and does not constitute an offer of insurance. This warranty is not a contract and does not constitute an offer of insurance. This warranty is not a contract and does not constitute an offer of insurance.

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For more information, please contact your local Nintendo representative.



